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#include<iostream>
#include<fstream>
#include <sstream>
using namespace std;
struct Node
{
    string name;
    long long int phone_number;
    Node *next;
    Node *prev;
};
class ContactBook
{
    Node *head;
    string x;          //names will be stored in x then will be stored in file
    long long int y; // phone number will be stored
public:
    ContactBook()
    {
        head=NULL;
        x="";
        y=0;
    }
    void CreateNode() // to add contact
    {
        if(head==NULL)
        {
            Node *newer= new Node;
            cout<<" Name of Contact: ";
            cin>>x;
            newer->name=x;

            cout<<" Phone Number: ";
            cin>>y;
            newer->phone_number=y;f

            newer->next=NULL;
            newer->prev==NULL;
            head=newer;

            cout<<" Contact Added"<<endl;
        }
        else
        {
            Node *newer= new Node;
            cout<<" Name of Contact: ";
            cin>>x;
            newer->name=x;

            cout<<" Phone Number: ";
            cin>>y;
            newer->phone_number=y;

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        newer->next=NULL;

        Node *temp=head;           // created a new variable
and stored head in it

        // while next !=
null, when next= null, means we have reached the last node
        while(temp->next!=NULL)    // and we will change next
to newer and prev to temp
        {
            // to attach new node with
other nodes

            temp=temp->next;
        }
        temp->next=newer;
        newer->prev=temp;
        cout<<"  Contact Added"<<endl;
    }
}
void Display()
{
    Node *temp=head;
    int count=0;

    if(temp==NULL)
    {
        cout<<"  No Contacts... Please Add Some Contacts"<<endl;
        cout<<"  Thanks"<<endl;
    }
    else
    {
        BubbleSort();
        cout<<"  Name: "<<"          Number: \n"<<endl;
        while(temp!=NULL)
        {
            count++;
            cout<<"  "<<temp->name;
            cout<<"          "<<temp->phone_number<<endl;
            temp=temp->next;
        }
        cout<<"  Total contacts: "<<count<<endl;
    }
}
int Search()
{
    bool check=false;
    Node *temp=head;
    cout<<"*****"<<endl;
    cout<<"  Press 1 if you want to Search By Name."<<endl;
    cout<<"  Press 2 if you want to Search By Number."<<endl;
    int command;
    cout<<"  Enter the Command: ";
    cin>>command;

    if(command==1 && temp!=NULL)
    {

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        cout<<" Enter the Name to Search: ";
        cin>>x;
        while(temp!=NULL)
        {
            if(temp->name==x)
            {
                cout<<"*****"<<endl;
                cout<<" Name: "<<temp->name<<endl;
                cout<<" Phone
Number:"<<temp->phone_number<<endl;

                cout<<"*****"<<endl;
                check=true;
                break;
            }
            temp=temp->next;
        }
        if(check==false)
        {
            cout<<" Name Not Found"<<endl;
        }
    }
    else if(command==2)
    {
        cout<<" Enter the Number to Search: ";
        cin>>y;

        while(temp!=NULL)
        {
            if(temp->phone_number==y)
            {
                cout<<"*****"<<endl;
                cout<<" Name: "<<temp->name<<endl;
                cout<<" Phone Number:
"<<temp->phone_number<<endl;

                cout<<"*****"<<endl;
                check=true;
                break;
            }
            temp=temp->next;
        }
        if(check==false)
        {
            cout<<" Number Not Found"<<endl;
        }
    }
}

void DeleteAllContacts()
{
    Node *temp=head;
    Node *temp2;
    if(head==NULL)
    {
        cout<<" Already Contact Book is Empty"<<endl;
        cout<<"*****"<<endl;
    }
}

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    }
    else
    {
        while(temp!=NULL)
        {
            temp2=temp;
            temp=temp->next;
            delete temp2;
        }
        head=NULL;
        cout<<" Successfully Deleted All
Contacts"<<endl;

        cout<<"*****"<<endl;
    }

    int DeleteContactBySearch()
    {
        Node *temp=head;
        cout<<"*****"<<endl;
        cout<<" Press 1 if you want to Search By name"<<endl;
        cout<<" Press 2 if you want to Search By Number"<<endl;
        int command;
        cout<<" Enter the Command: ";
        cin>>command;

        if(command==1)
        {
            bool Dcheck=false;
            cout<<" Enter the Name to Delete: ";
            cin>>x;
            while(temp!=NULL)
            {
                if(temp->name==x) // checks if name exists or not
                {
                    cout<<"*****"<<endl;
                    cout<<" Name: "<<temp->name<<endl;
                    cout<<" Phone Number:

"<<temp->phone_number<<endl;

                    cout<<"*****"<<endl;
                    Dcheck=true;
                    break;
                }
                temp=temp->next;
            }
            if(Dcheck==true)
            {
                // if it exists then this
code line will follow
                int command;
                cout<<" Press 1 to Delete the Contact: ";
                cin>>command;
                if(command==1 & temp==head)
                {

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        Node *temp1;
        temp1=temp;
        temp=temp->next;
        delete temp1;

        temp->prev=NULL;
        head=temp;
        cout<<"  Contact Deleted Success Fully"<<endl;
    }
    else if(command==1 & temp->next==NULL)
    {
        temp->prev->next=NULL;
        delete temp;
        cout<<"  Contact Deleted Success
Fully"<<endl;
    }
    else if(command==1)
    {
        Node *temp1;
        temp1=temp;
        temp->prev->next=temp1->next;
        temp->next->prev=temp1->prev;
        delete temp1;
        cout<<"  Contact Deleted Success
Fully"<<endl;
    }
    else
    {
        cout<<"  You Enter Wrong Command ... Try
Again"<<endl;
    }
}
else if(Dcheck==false)
{
    cout<<"  Contact of This Name Not
Found."<<endl;
}
else if(command==2)
{
    bool Dcheck=false;
    cout<<"  Enter the Number to Delete: ";
    cin>>y;
    while(temp!=NULL)
    {
        if(temp->phone_number==y)
        {
            cout<<"*****"<<endl;
            cout<<"name: "<<temp->name<<endl;
            cout<<"Phone Number:
"<<temp->phone_number<<endl;

            cout<<"*****"<<endl;
            Dcheck=true;
            break;

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        }
        temp=temp->next;
    }
    if(Dcheck==true)
    {
        int command;
        cout<<" Press 1 to Delete the Contact: ";
        cin>>command;
        if(command==1 & temp==head)
        {
            Node *temp1;
            temp1=temp;
            temp=temp->next;
            delete temp1;

            temp->prev=NULL;
            head=temp;
            cout<<" Contact Deleted Success Fully"<<endl;
        }
        else if(command==1 & temp->next==NULL)
        {
            temp->prev->next=NULL;
            delete temp;
            cout<<" Contact Deleted Success
Fully"<<endl;
        }
        else if(command==1)
        {
            Node *temp1;
            temp1=temp;
            temp->prev->next=temp1->next;
            temp->next->prev=temp1->prev;
            delete temp1;
            cout<<" Contact Deleted Success
Fully"<<endl;
        }
        else
        {
            cout<<" You Enter Wrong Command ... Try
Again"<<endl;
        }
    }
    else if(Dcheck==false)
    {
        cout<<" Contact of This Name Not
Found."<<endl;
    }
}
else
{
    cout<<" You Enter wrong Command"<<endl;
}
}
void BubbleSort()

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{
    Node *temp=head;
    Node *i,*j;
    string n;
    long long int n2;
    if(temp=NULL)
    {
        cout<<" Empty contact Book"<<endl;
    }
    else
    {
        for(i=head;i->next!=NULL;i=i->next)
        {
            for(j=i->next;j!=NULL;j=j->next)
            {
                if(i->name>j->name)
                {
                    n=i->name;
                    i->name=j->name;
                    j->name=n;

                    n2=i->phone_number;
                    i->phone_number=j->phone_number;
                    j->phone_number=n2;
                }
            }
        }
    }
}

int EditContacts()
{
    Node *temp=head;
    cout<<"*****"<<endl;
    cout<<" Press 1 if you want to Search By Name"<<endl;
    cout<<" Press 2 if you want to Search By Number"<<endl;
    int Ecommand;
    cout<<" Enter the Command: ";
    cin>>Ecommand;

    if(Ecommand==1)
    {
        bool Echeck=false; // to search the
        contact
        cout<<" Enter the Name to Edit: ";
        cin>>x;
        while(temp!=NULL)
        {
            if(temp->name==x)
            {
                cout<<"*****"<<endl;
                cout<<"Name: "<<temp->name<<endl;
                cout<<"Phone Number:

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    }
    if(Echeck==true)
    {
        int command;
        cout<<" Press 1 to Edit the Contact: ";
        cin>>command;
        if(command==1)
        {
            cout<<" Enter New Name: ";
            cin>>x;
            cout<<" Enter New Number: ";
            cin>>y;

            temp->name=x;
            temp->phone_number=y;

            cout<<" Contact Edited Success
Fully"<<endl;

        }
        else
        {
            cout<<" You Enter Wrong
Command"<<endl;

        }
    }
    else if(Echeck==false)
    {
        cout<<" There is No Contact of this Number."<<endl;
    }
}
else
{
    cout<<" You Enter Wrong Command ... Try
Again"<<endl;

}
}

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void OfflineSave()          // to store data in file
{
    Node *temp=head;
    ofstream myfile ("contactbook.txt"); // Either ofstream or
fstream object may be used to open a file for writing
    if (myfile.is_open())          //Check if a file is open
                                   //Returns whether the stream is
currently associated to a file.
    {
        while(temp!=NULL)
        {
            myfile<<temp->name<<endl;
            myfile<<temp->phone_number<<endl;
            temp=temp->next;
        }
        myfile.close();          //close() closes a file descriptor, so

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that it no longer refers to any file and may be reused.

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        Structure();
    }
    else
    {
        cout<<" Thanks file is empty."<<endl;
    }
}

void reopenCB()          // reads data from the file
{
    bool isEmpty;
    ifstream myfile ("contactbook.txt");
//ifstream is an input file stream. It is a special kind of an istream that
reads in data from a data file
    if (myfile.is_open() & myfile.peek() != EOF)          //return a
next character in the input string.

{
    int i=0;
    while(getline(myfile,x)) // getline() is a standard library
function that is used to read a string or a line from an input stream. It is a
part of the <string>
    {
        if(i % 2 == 0)
        {
            if(head==NULL)
            {
                Node *newer= new Node;
                newer->name=x;

                newer->next=NULL;
                newer->prev=NULL;
                head=newer;
            }
            else
            {
                Node *newer= new Node;

                newer->name=x;
                newer->next=NULL;

                Node *temp=head;
                while(temp->next!=NULL)
                {
                    temp=temp->next;
                }
                temp->next=newer;
                newer->prev=temp;
            }
        }
        else
        {
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        Node *temp=head;
        if(temp->phone_number==0)
        {
            stringstream convert(x); //A stringstream
associates a string object with a stream allowing you to read from the string as
if it were a stream (like cin).
            convert>>y;
            temp->phone_number=y;
        }
        else
        {
            Node *temp=head;
            while(temp->next!=NULL)
            {
                temp=temp->next;
            }

            stringstream convert(x);
            convert>>y;
            temp->phone_number=y;
        }
    }

    i++;
}
myfile.close();
}
else
{
    cout<<" File is Empty so Cannot open...Sorry"<<endl;
    }
}
void Structure()
{
    cout<<"*****"<<endl;
    cout<<" 1. Add Contact"<<endl;
    cout<<" 2. Edit the Contact"<<endl;
    cout<<" 3. Delete Contact"<<endl;
    cout<<" 4. Search Contact"<<endl;
    cout<<" 5. Display All Contacts"<<endl;
    cout<<" 6. Delete All Contacts"<<endl;
    cout<<"*****"<<endl;

    int Scommand;
    cout<<" Enter the Command: ";
    cin>>Scommand;
    try
    {
        if(Scommand>=1&&Scommand<=6)
        {
            if(Scommand==1)
            {

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        CreateNode();
        OfflineSave();
        Structure();
    }
    else if(Scommand==2)
    {
        EditContacts();
        OfflineSave();
        Structure();
    }
    else if(Scommand==3)
    {
        DeleteContactBySearch();
        Structure();
    }
    else if(Scommand==4)
    {
        Search();
        Structure();
    }
    else if(Scommand==5)
    {
        Display();
        OfflineSave();
        Structure();
    }
    else if(Scommand==6)
    {
        DeleteAllContacts();
        OfflineSave();
        Structure();
    }
    else
    {
        throw(Scommand);
    }
}
catch(int Scommand)
{
    cout<<" You Enter wrong Command... Run the Code
Again"<<endl;
    Structure();
}

};

int main()
{
    ContactBook cb;
    cb.reopenCB();
    string n;
    cout<<" What is Your Name: ";

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```
        cin>>n;

    cout<<"*****"<<endl;
    cout<<" "<<n<<" WELCOME TO CONTACTBOOK "<<endl;
    cout<<"*****"<<endl;
    cb.Structure();
    return 0;
}
```